Economia col·laborativa procomuna

LA COMUNIFICADORA
programa d'impuls de l'economia col·laborativa procomú

Barcelona, El Far, 24 Octubre 2017

freeknowledgeinstitute

Lab COOP

Barcelona Activa

Ajuntament de Barcelona

Photo: CC0

Garret Hardin: The Tragedy of the Commons (1968)

Recurs d'accès obert
+ actitud agoista
= esgotament del recurs

No es basa en casos reals sinó en models simulats

No té en compte la capacitat d'arribar a acords de regulació d'ús

The Tragedy of the Commons

The population problem has no technical solution; it requires a fundamental extension in morality.

Garrett Hardin

At the end of a thoughtful article on the future of nuclear war, Wiesner and York (*1*) concluded that: "Both sides in the arms race are . . . confronted by the dilemma of steadily increasing military power and steadily decreasing national security. *It is our considered professional judgment that this dilemma has no technical solution.* If the great powers continue to look for solutions in the area of science and technology only, the result will be to worsen the situation."

I would like to focus your attention not on the subject of the article (national security in a nuclear world) but on the kind of conclusion they reached, namely that there is no technical solution to the problem. An implicit and almost universal assumption of discussions published in professional and semipopular scientific journals is that the problem under discussion has a technical solution. A technical solution may be defined as one that requires a change only in the techniques of the natural sciences, demanding little or nothing in the way of change in human values or ideas of morality.

In our day (though not in earlier times) technical solutions are always welcome. Because of previous failures in prophecy, it takes courage to assert that a desired technical solution is not possible. Wiesner and York exhibited this courage; publishing in a science-

sional judgment. . . ." Whether they were right or not is not the concern of the present article. Rather, the concern here is with the important concept of a class of human problems which can be called "no technical solution problems," and, more specifically, with the identification and discussion of one of these.

It is easy to show that the class is not a null class. Recall the game of tick-tack-toe. Consider the problem, "How can I win the game of tick-tack-toe?" It is well known that I cannot, if I assume (in keeping with the conventions of game theory) that my opponent understands the game perfectly. Put another way, there is no "technical solution" to the problem. I can win only by giving a radical meaning to the word "win." I can hit my opponent over the head; or I can drug him; or I can falsify the records. Every way in which I "win" involves, in some sense, an abandonment of the game, as we intuitively understand it. (I can also, of course, openly abandon the game—refuse to play it. This is what most adults do.)

The class of "No technical solution problems" has members. My thesis is that the "population problem," as conventionally conceived, is a member of this class. How it is conventionally conceived needs some comment. It is fair to say that most people who anguish over the population problem are trying to find a way to avoid the evils of over-

What Shall We Maximize?

Population, as Malthus said, naturally tends to grow "geometrically," or, as we would now say, exponentially. In a finite world this means that the per capita share of the world's goods must steadily decrease. Is ours a finite world?

A fair defense can be put forward for the view that the world is infinite; or that we do not know that it is not. But, in terms of the practical problems that we must face in the next few generations with the foreseeable technology, it is clear that we will greatly increase human misery if we do not, during the immediate future, assume that the world available to the terrestrial human population is finite. "Space" is no escape (*2*).

A finite world can support only a finite population; therefore, population growth must eventually equal zero. (The case of perpetual wide fluctuations above and below zero is a trivial variant that need not be discussed.) When this condition is met, what will be the situation of mankind? Specifically, can Bentham's goal of "the greatest good for the greatest number" be realized?

No—for two reasons, each sufficient by itself. The first is a theoretical one. It is not mathematically possible to maximize for two (or more) variables at the same time. This was clearly stated by von Neumann and Morgenstern (*3*), but the principle is implicit in the theory of partial differential equations, dating back at least to D'Alembert (1717–1783).

The second reason springs directly from biological facts. To live, any organism must have a source of energy (for example, food). This energy is utilized for two purposes: mere maintenance and work. For man, maintenance of life requires about 1600 kilocalories a day ("maintenance calories"). Anything that he does over and above merely staying alive will be defined as work, and is supported by "work calories" which he takes in. Work calories are used not only for what we call work

Font: https://en.wikipedia.org/wiki/Tragedy_of_the_commons

El procomú és una construcció social
sobre un recurs natural o cultural

Els recursos compartits tenen una regulació i uns mecanismes de producció, reproducció, gestió i presa de decisions que crea i modifica la mateixa comunitat

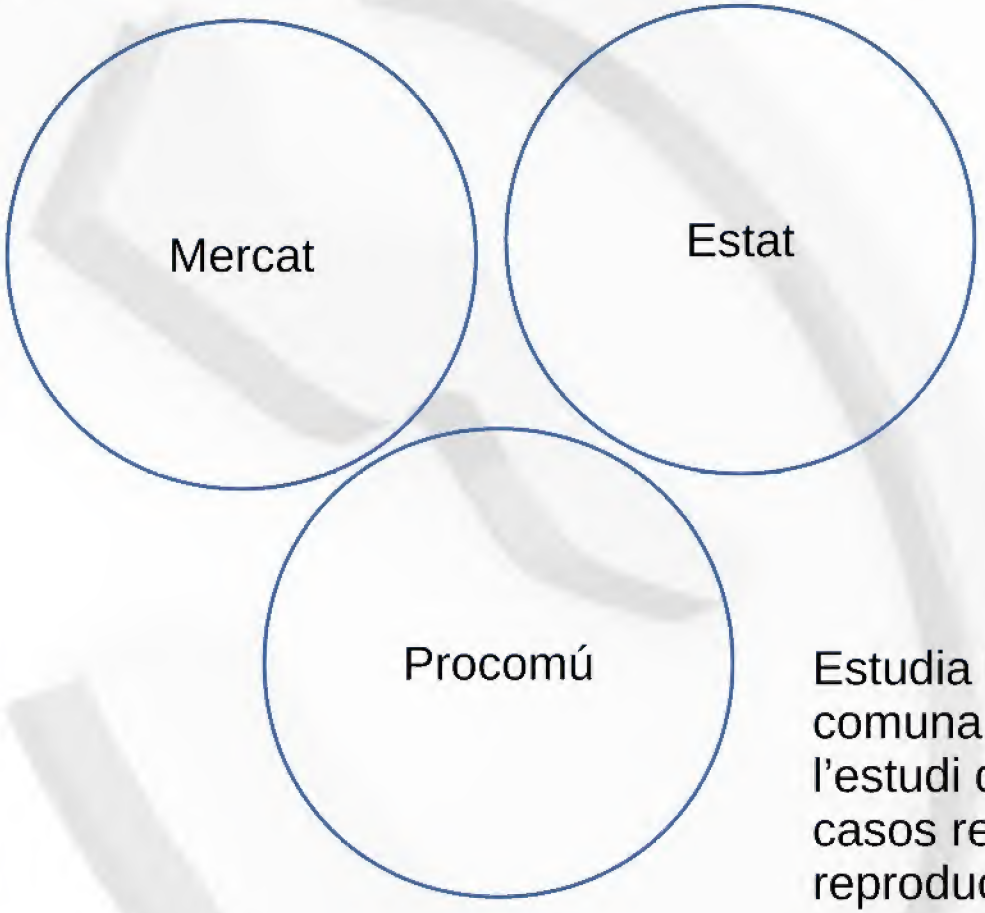
El procomú tradicional pot ser:

Material i limitat:
> recursos naturals (aigua, pastures, boscos, …)
> espais i estris comunals (forn, forja, molí, era, plaça, …)

Immaterial i ilimitat:
> Coneixements i habilitats
> Llengües, cultura

La regulació depèn de les seves característiques; és de **sentit comú**

Mercat – Estat – Procomú



Estudia la sostenibilitat comunal a partir de l'estudi de cententars de casos reals de producció, reproducció i gestió del procomú

2009, Elinor Ostrom rep el Premi Nobel de l'Economia per la seva recerca sobre els "commons"

El procomú*

És un sistema de recursos comunitari caracteritzat per:

- Autogestió (~ governança comunal)
- Pertinença accessible (~ consell obert, assemblea)
- Coneixement *compartit*
- Integrants tenen dret i responsabilitat sobre la (re)producció i l'ús sostenible

(*) profit comú | sinònims: comú, empriu, comunal, béns comuns

Programari lliure i de codi obert*

Quatre Llibertats asseguren el dret a qualsevol usuàri/a de:

0. executar el programa per qualsevol propòsit

1. veure com funciona el programa i adaptar-lo a les necessitats pròpies**

2. redistribuir còpies

3. millorar el programa i de distribuir-lo de nou amb les millores realitzades**

* Debian Free Software Guidelines → Open Source Definition

** L'accés al codi font és un requisit.

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Obres culturals lliures*

Quatre Llibertats asseguren el dret a qualsevol per:

0. Fer servir l'obra i gaudir dels beneficis de fer-ho
1. Estudiar l'obra i aplicar els coneixements adquirits
2. Redistribuir còpies, totals o parcials, de la informació o de l'expressió
3. Fer canvis o millores i redistribuïr les obres derivades

* freedomdefined.org

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El procomú digital

És un sistema de recursos comunitari caracteritzat per:

- Autogestió (~ governança comunal)
- Pertinença accessible (~ comunitats en xarxa)
- Coneixement *compartit*
- Integrants tenen dret a l'ús, la contribució, la participació i la bifurcació (~ replicar)

La possibilitat de bifurcació és garantia dels altres drets i reforça la continuïtat

moneda social i cripto

Integral CES

bitcoin

ethereum

gestió ERP, edició video, 3D

odoo

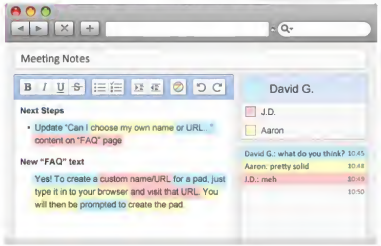
Audacity

fritzing

apps col·laboratius

MediaWiki

Etherpad



PHABRICATOR

ofimatica

LibreOffice
The Document Foundation

roundcube

Drupal

GIMP

sistemes operatius i bbdd

debian
GNU/Linux

ubuntu

LDAP

MySQL

PostgreSQL

https://en.wikipedia.org/wiki/Portal:Free_and_open-source_software

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Free Knowledge Catalunya
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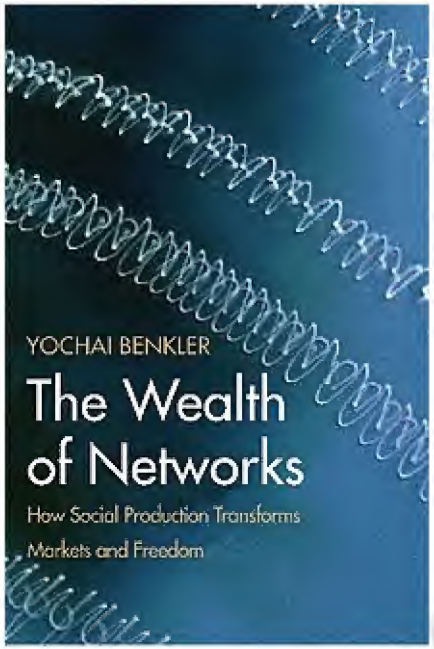
Producció entre iguals (p2p)



Yochai Benkler, CC BY-NC-SA

Foto by Joi Ito, CC BY

- Producció p2p com un tercer model
- Internet redueix els costos de transacció de la col·laboració
- CBPP: Commons-based Peer Production

Economia basada en el procomú

Basada en el **bé comunal** (per **compartir**)
enlloc de la **mercaderia** (per **vendre**)

Se'n deriva la forma en que s'organitza la producció
i la participació de totes les persones implicades,
productores i beneficiàries.

Free Knowledge Catalunya
catalunya@freeknowledge.eu

Economia col·laborativa

Es basa en la **col·laboració** entre persones per produir un bé, gestionar un recurs o extremar-ne l'aprofitament.

Fa ús de la **digitalització i les xarxes** per escalar la col·laboració, facilitar la confluència d'afinitats i interessos, donar les eines per treballar conjuntament i donar accès al que es comparteix.

Es desenvolupa paral·lela a la popularització d'**internet**.

Economia col·laborativa

OUISHARE COLLABORATIVE ECONOMY FRAMEWORK V0.1

Albert Cañigueral, Feb '16

AUTOMATTIC

All around the world, Building a new web, and a New workplace. Join us!

WordPress

We are the people behind WordPress.com, WooCommerce, Jetpack, Simplenote, Longreads, VaultPress, Akismet, Gravatar, Polldaddy, Cloudup, and more. We believe in making the web a better place.

We're a distributed company with 506 Automatticians in 50 countries speaking 69 different languages. Our common goal is to democratize publishing so that anyone with a story can tell it, regardless of income, gender, politics, language, or where they live in the world.

We believe in Open Source and the vast majority of our work is available under the GPL.

Come work with us.

One of these things is not like the other.

	Monthly Uniques (US)	Employees
Google.com	241M	66,575
Yahoo.com	213M	10,400
Facebook.com	206M	14,495
Amazon.com	186M	230,800
Twitter.com	114M	3,898
eBay.com	110M	11,600
WordPress.com	82M	506

Monthly Uniques from comScore.

WE ITERATE

1,555

Deployments made this week

view graph

WE COMMUNICATE

97,507

Messages sent this week

view details

WE MAKE PEOPLE HAPPY

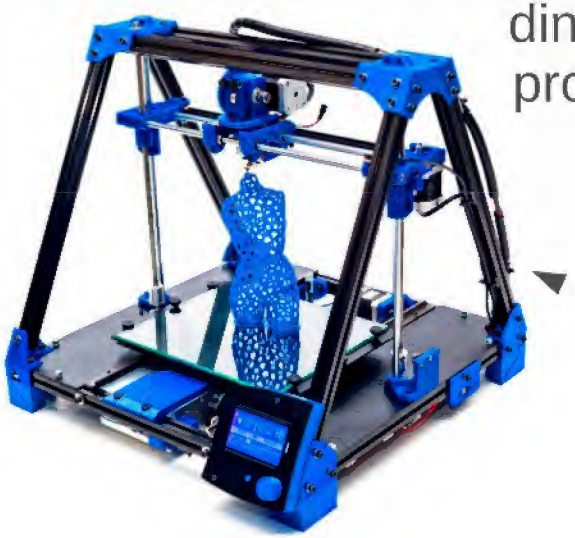
29,474

Resolved support tickets this week

view graph

We don't make software for free, we make it for freedom.

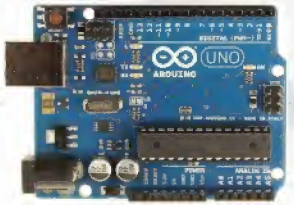
Ecosistema Arduino



utitlitzat dins altres productes

basat en

Wiring
Processing



dissenys

marca

ARDUINO

obra derivada

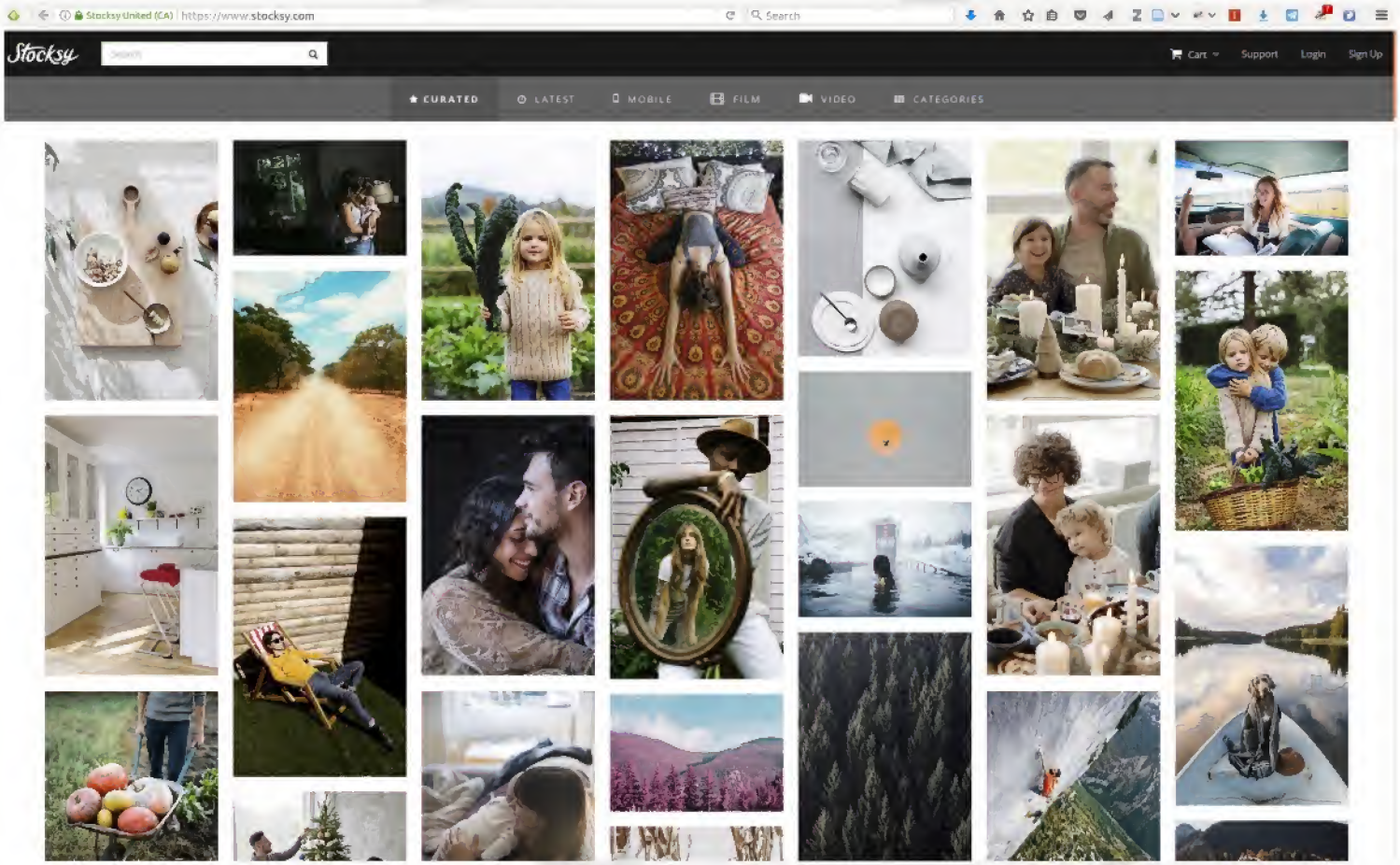
copies barates

Alibaba.com
Global trade starts here.™

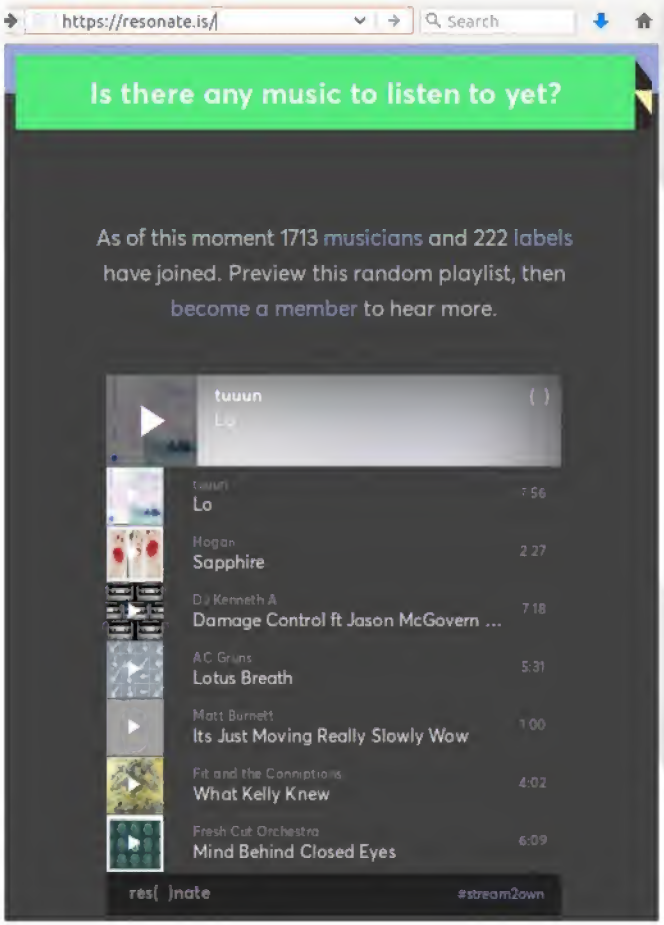
comunitat

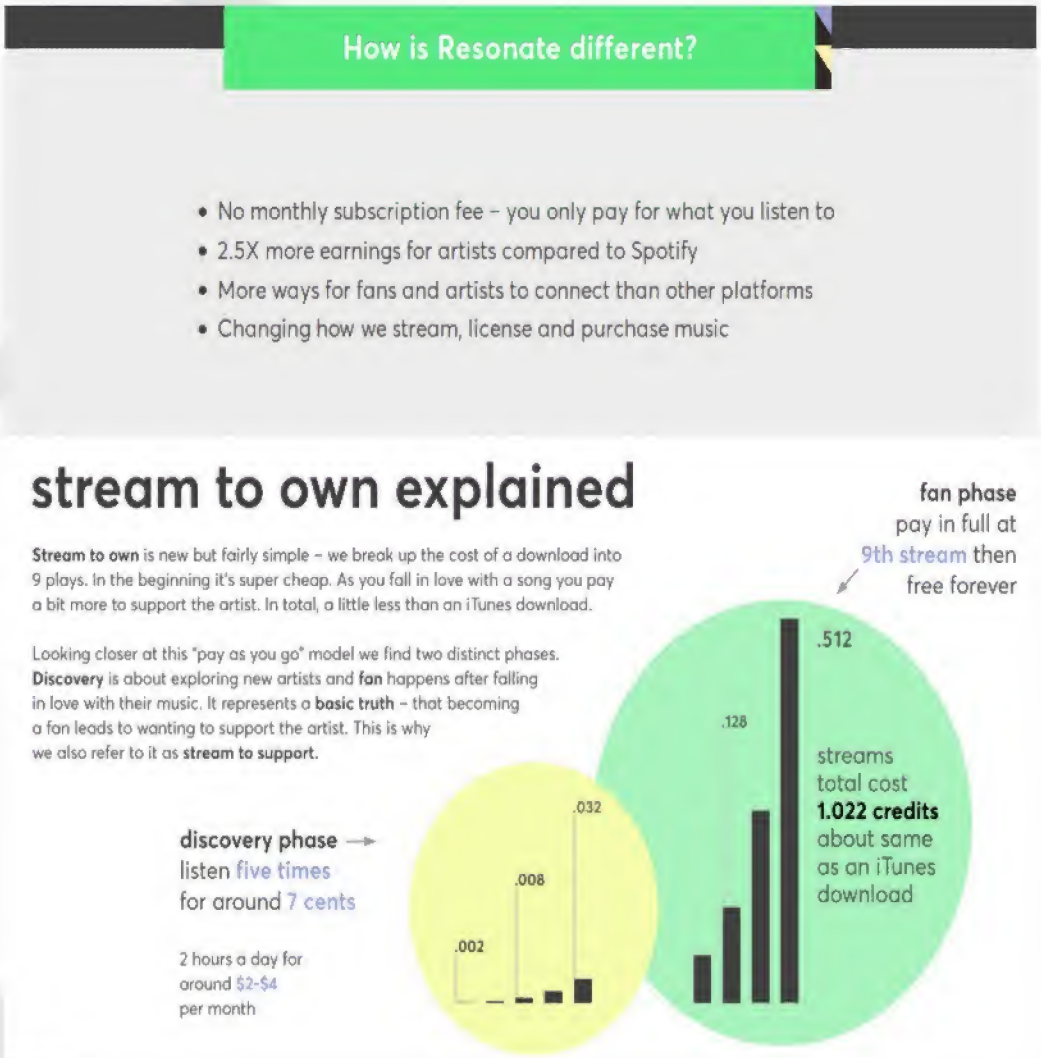
http://forum.arduino.cc/

Stocksy.com



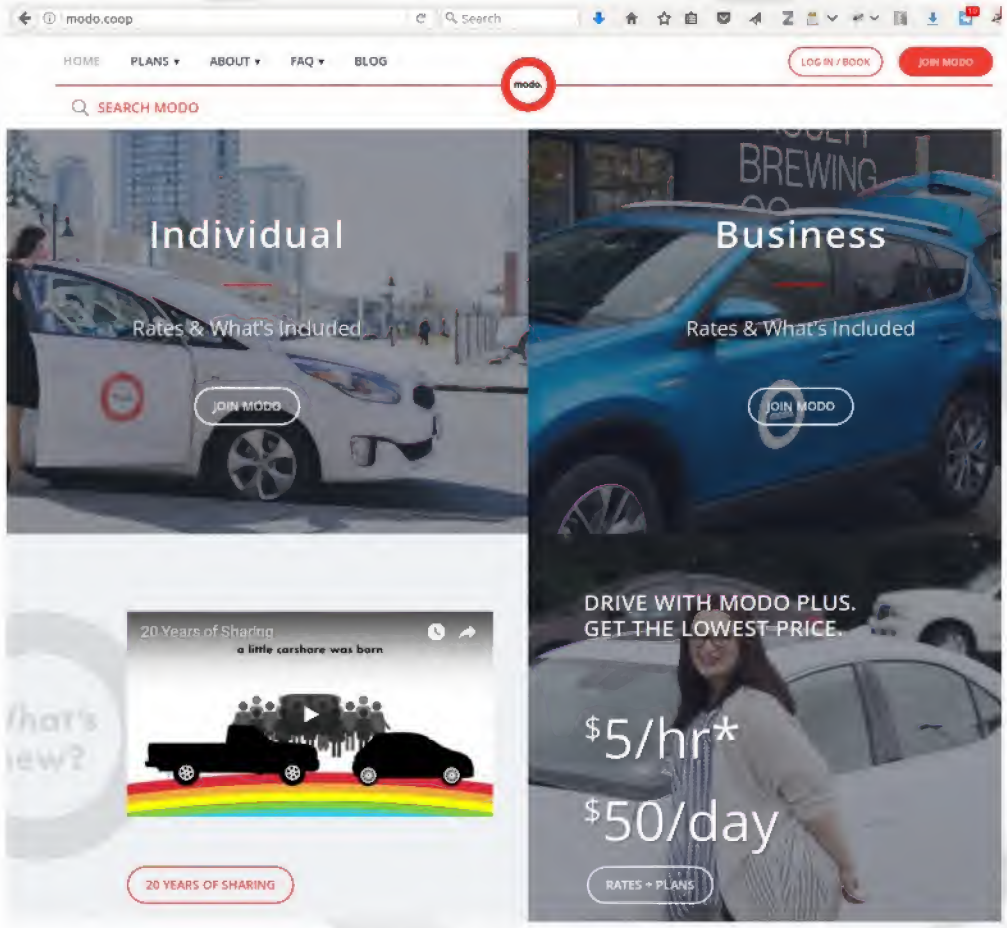
Resonate.is



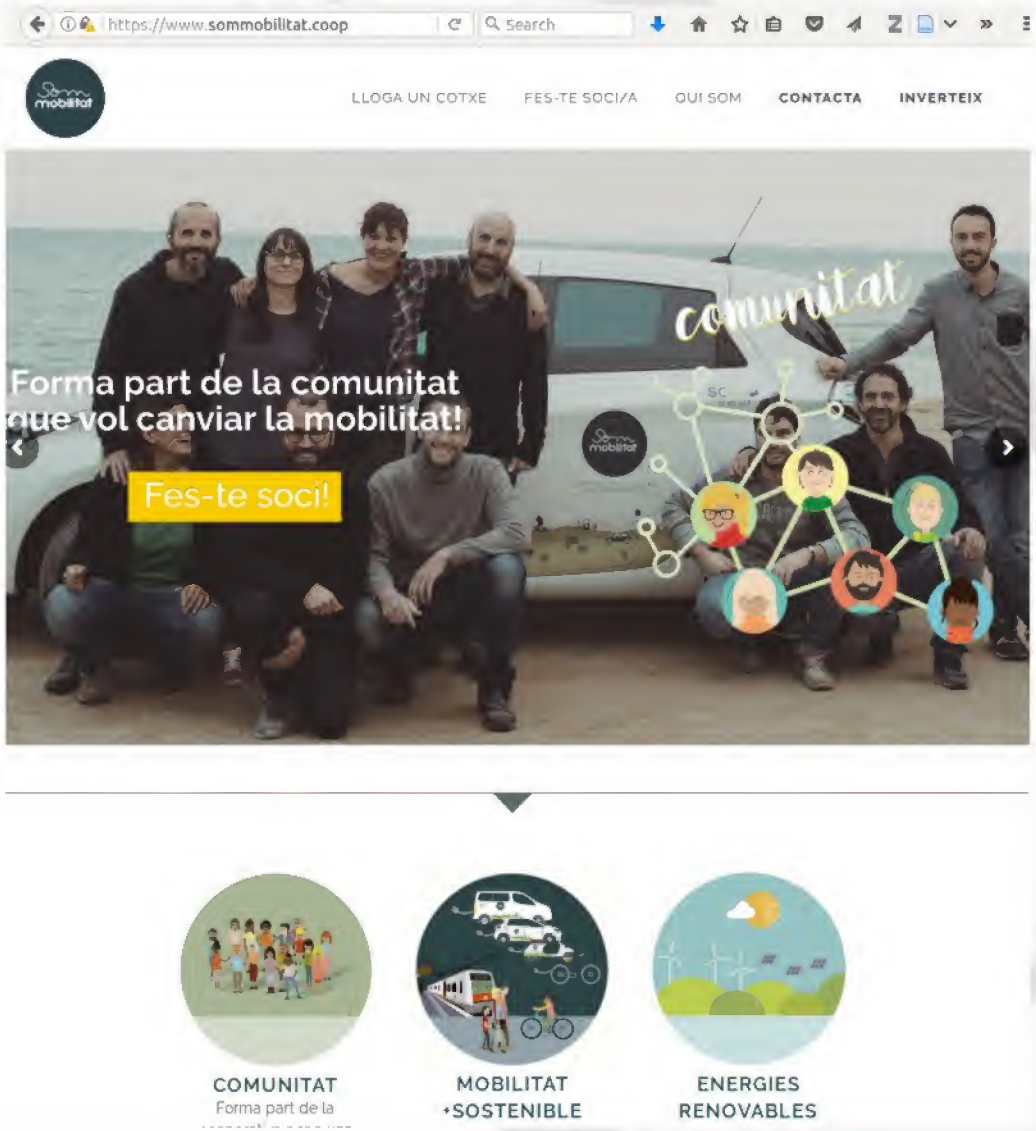


https://resonate.is/in-the-details/

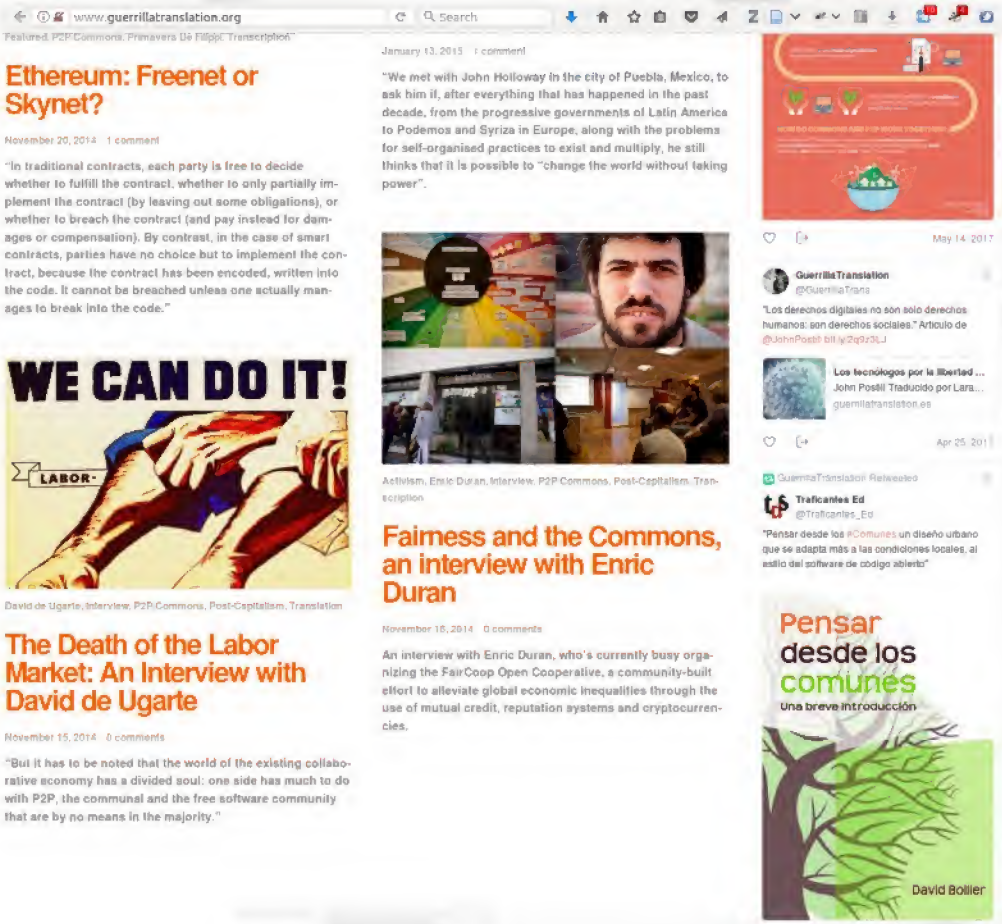
Modo.coop



SomMobilitat.coop



Guerilla Translations

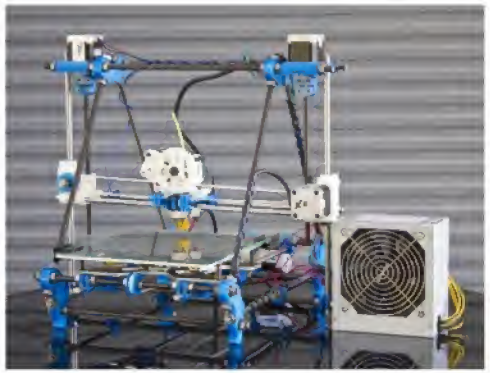


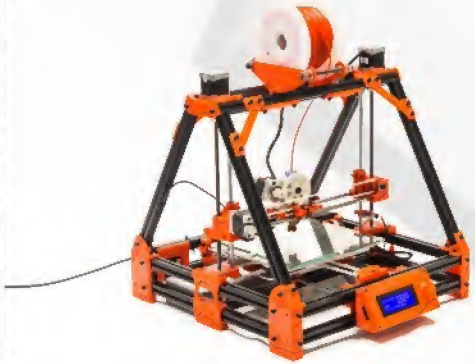
Katuma.org

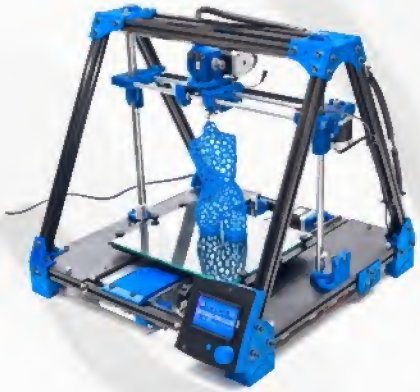
Katuma is based on free Open Food Network software, which already applies in Australia, UK, Canada and France among other countries.

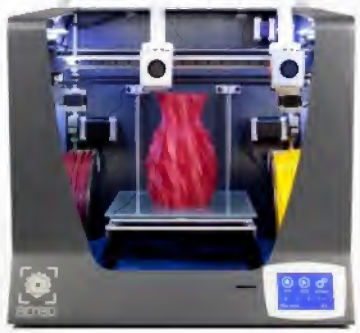
OPEN FOOD
NETWORK

RepRapBCN / BCN3D Technologies









(Mendel) PRUSA I2 | BCN3D | BCN3D+ | BCN3D∑

RepRap bcn

RepRapBCN

BCN3D TECHNOLOGIES

Una economía colaborativa con ...

guifi·net

Red en común

Ciudadanos (voluntarios)

Administraciones públicas

PYMES y Organizaciones

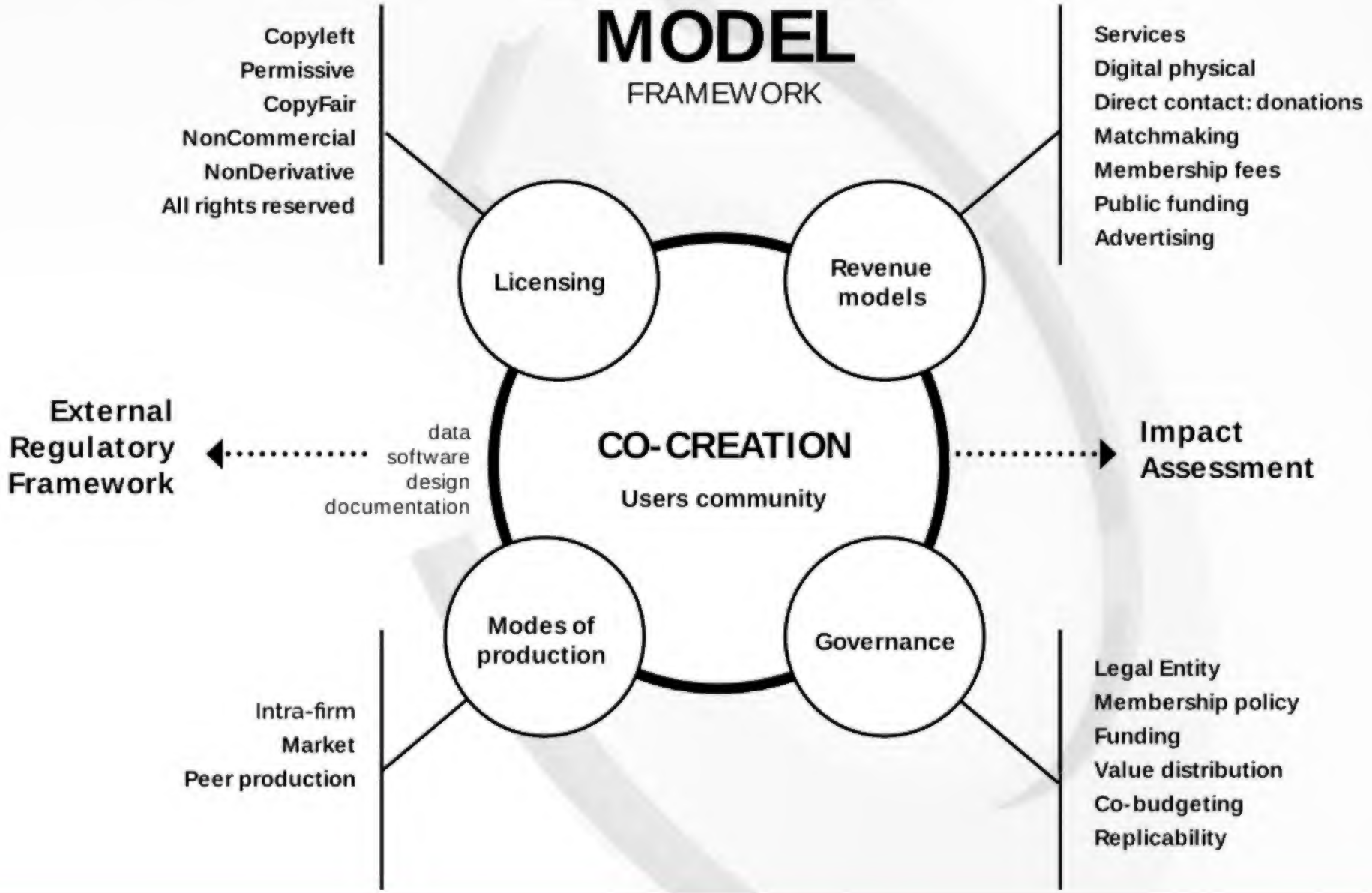
Ecosistema: Participantes y Estamentos

guifi·net

COMMONS/ OPEN

BUSINESS MODEL

FRAMEWORK



Comunificar és transformar alguna cosa en comunal, fer-la un procomú

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Amb col·laboració honesta, relacions justes i condicions dignes de les persones que en formen part

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